

Project 2 - Zoo Tycoon Test Plan

Test Case	Input Values	Driver Functions	Expected Outcomes	Observed Outcomes
Choosing quit	2	main/menu.cpp	Return 0 and exit	Program exits
Invalid input	Other number/char	menu class	Continue to ask user for valid input	Continue to ask user for valid input
Invalid input	Purchase more than 2 animals	main.cpp	Continue to ask user for valid input	Continue to ask user for valid input
Bank Total	N/A	main/bank.cpp	Updates bank total after transactions	Updates bank total after transactions
Purchase Animal	1 to purchase	zoo.cpp/bank.cpp	Shows cost and subtracts from bank	Showed cost and updated bank total
Purchase Animal	2 to not purchase	zoo.cpp/bank.cpp	Continue without transaction	Continued without transaction
Continue?	2 to quit	main.cpp	Quits game	Quit game
Purchase type	1, 2, or 3	zoo.cpp/bank.cpp	Purchase correct type at correct cost	Type and cost are correct
Add Purchase	N/A	zoo.cpp	Add new animals to array	Animals added to array
Random Events	N/A	zoo.cpp	Generates 1 of 4 random events	Generated events successfully
Random Events	N/A	zoo.cpp	Prints message if no random event	Printed message for no random event
Expand Arrays	N/A	zoo.cpp	Expand array if add animal exceeds capacity	Array expanded
Day count	N/A	main.cpp	Displays new day and keeps going	Displays new day
Feed cost	N/A	zoo.cpp / animal.cpp	Correctly generate daily feed cost	Feed cost for all animals correct
Number of Babies	N/A	zoo.cpp / animal.cpp	Correctly add number of babies per type	Number of babies correct
Bonus	N/A	zoo.cpp	Adds Random Event bonus to bank	Added to total
Age Increase	N/A	zoo.cpp	All animals are 1 day older each day	Age correct
Game Over	N/A	zoo.cpp/bank.cpp	Game Over if bank is less than \$0	Game quits if bank is less than \$0